TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

Kampfgruppe

™

SSi ™

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TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

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- Over 45 armored vehicles, each rated for front and back armor, silhouette, size, speed, number of machine guns, gun range, gun accuracy and shell size.
- Resolves combat losses down to each vehicle, gun, gun penetration, gun and infantryman.
- Ability to save a game in progress for later play.

48K
APPLE®

For the Apple® II with Applesoft ROM card. Plus IIe & II.

STRATEGIC SIMULATIONS, INC.

48K
APPLE®

For the Apple® II with
Applesoft ROM card,
II Plus, IIe, & III.

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TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

KAMPFGRUPPE™ was designed by Gary Grigsby, whose other works include SSI's NORTH ATLANTIC '86™, CARRIER FORCE™, WAR IN RUSSIA™ and REFORGER '88™.

■ PLAYING TIME — 1 to 3 Hours.

■ ADVANCED LEVEL.

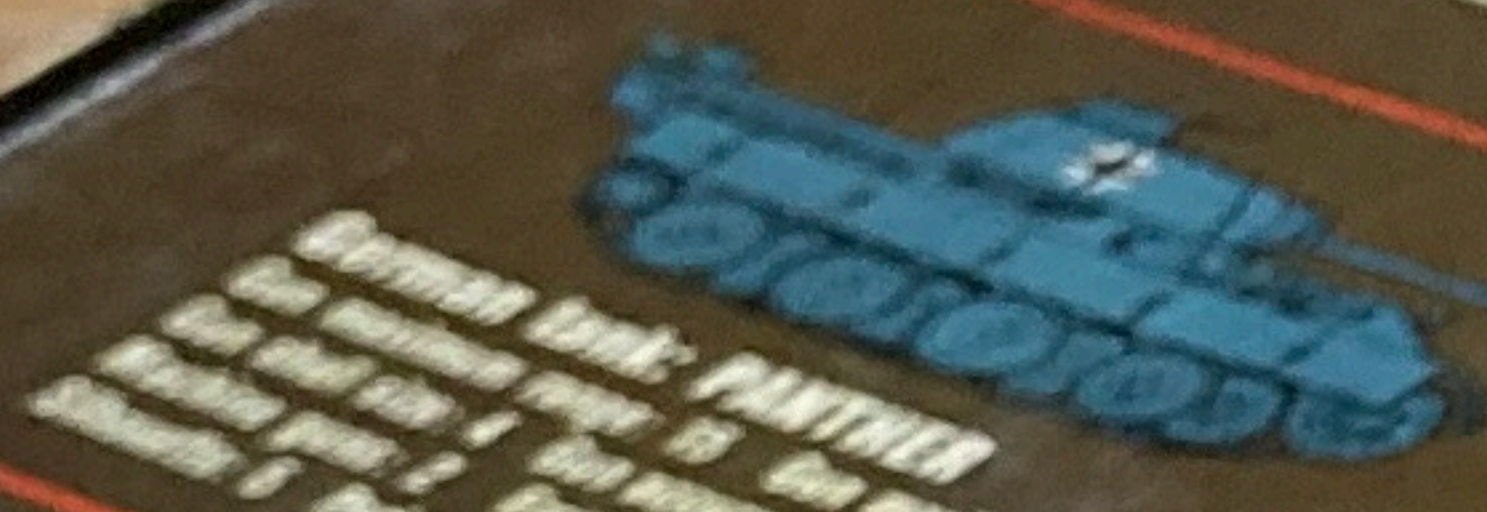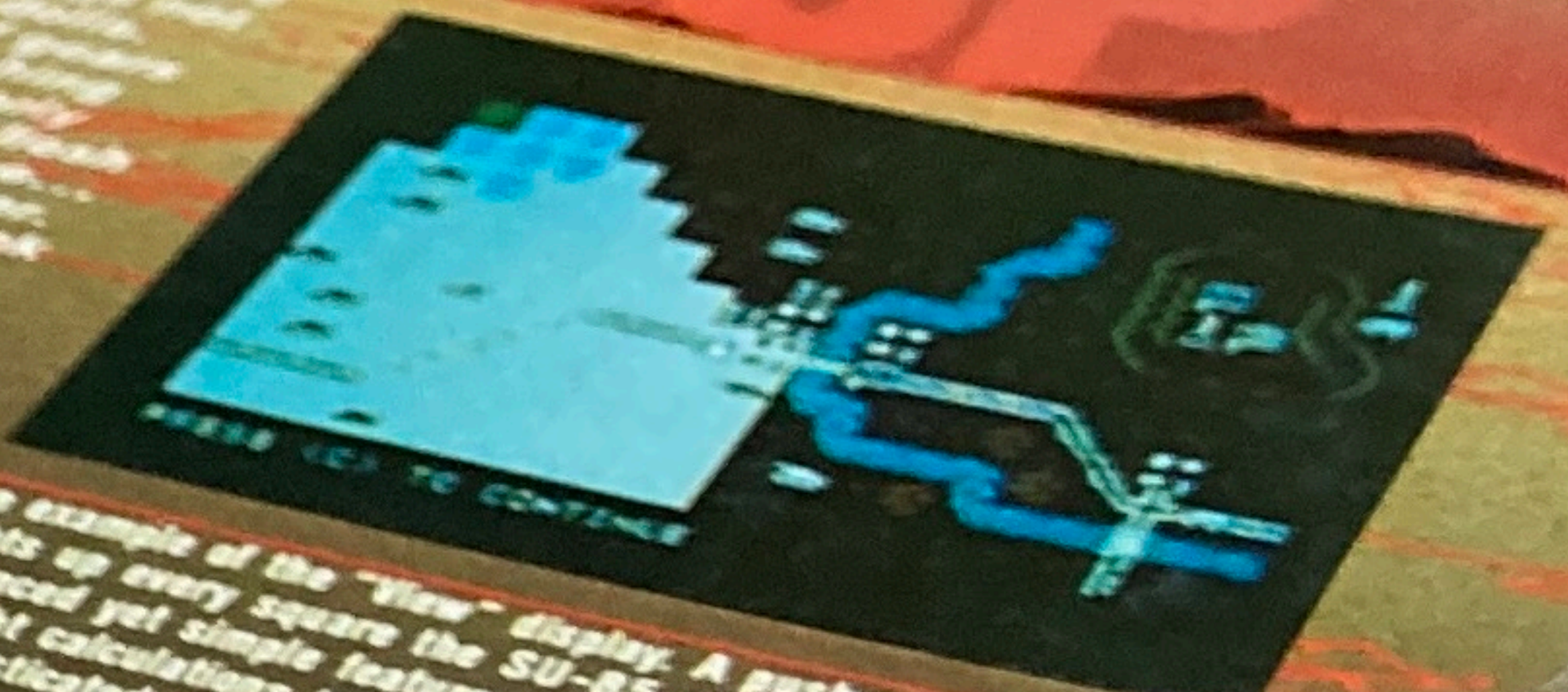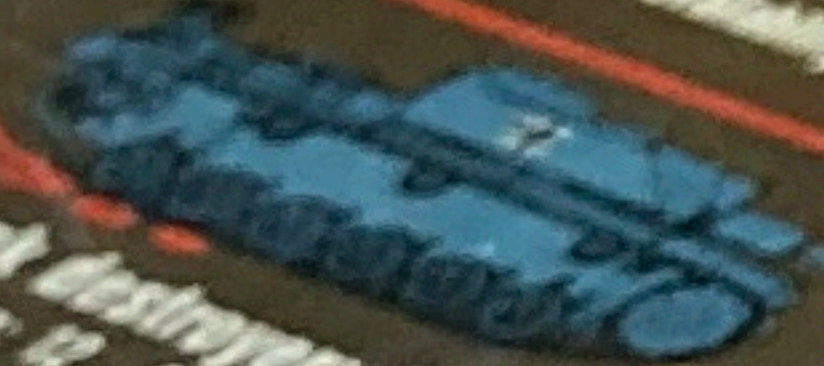Box Cover Design by LOUIS HSU SAEKOW and JAMES C. SOMMERVILLE.

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BATTLE GROUP

German tank: PANTHER

German tank destroyer: SG-IIIG

INCREDIBLE DETAIL. ... each unit symbol represents a platoon ... the computer resolves ... to individual tanks, tank destroyers, anti-...

ALL WEAPONS FROM 1941-45. What wargame can resist a game that uses ... instantly calculates the hit probability of every weapon ... used on the Russian Front. Every weapon is ... rated for combat effectiveness as well as its period of service. At the disposal of the German Kampfgruppe commander, we offer ... following weapon types: 13 tanks (from the Pz-IIF to the Panther), 5 tank destroyers (including the awesome Jagd-Tiger), self-propelled artillery (Wespe and Hummel), 5 anti-tank guns, infantry guns, field guns, flamethrowers, machine guns, and rifles. The Russian commander, you'll counter with 13 tanks (from the early BT-7 to the JS-II series), 4 tank destroyers, assault guns, anti-tank guns, and JS-II, 4 tank destroyers, artillery ...

INNOVATIVE RULES. The game will incorporate to your Headquarters Control ... that determines how fast a unit will respond to your movement orders. Kill and suppression points are instantly highlighted. Calculation of line-of-sight ... for simplicity itself. Press the "V" (for "View") Key and all the squares a given unit can see are instantly ... equally vital paraphernalia of war.

We provide four historical and an infinite number of randomly created scenarios. During solitaire the computer can play either side ...
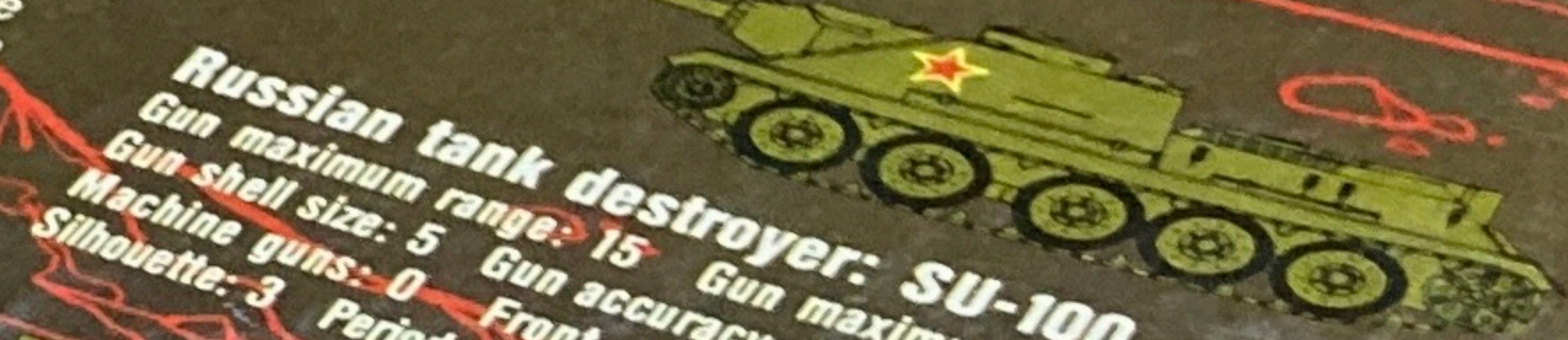
Russian tank destroyer: SU-100
Gun maximum range: 15 — Gun maximum penetration: 19
Gun shell size: 5 — Maximum speed: 7
Machine guns: 0 — Front armor: 14 — Back armor: 20
Silhouette: 3 — Period of availability: late 1944 to early 1945
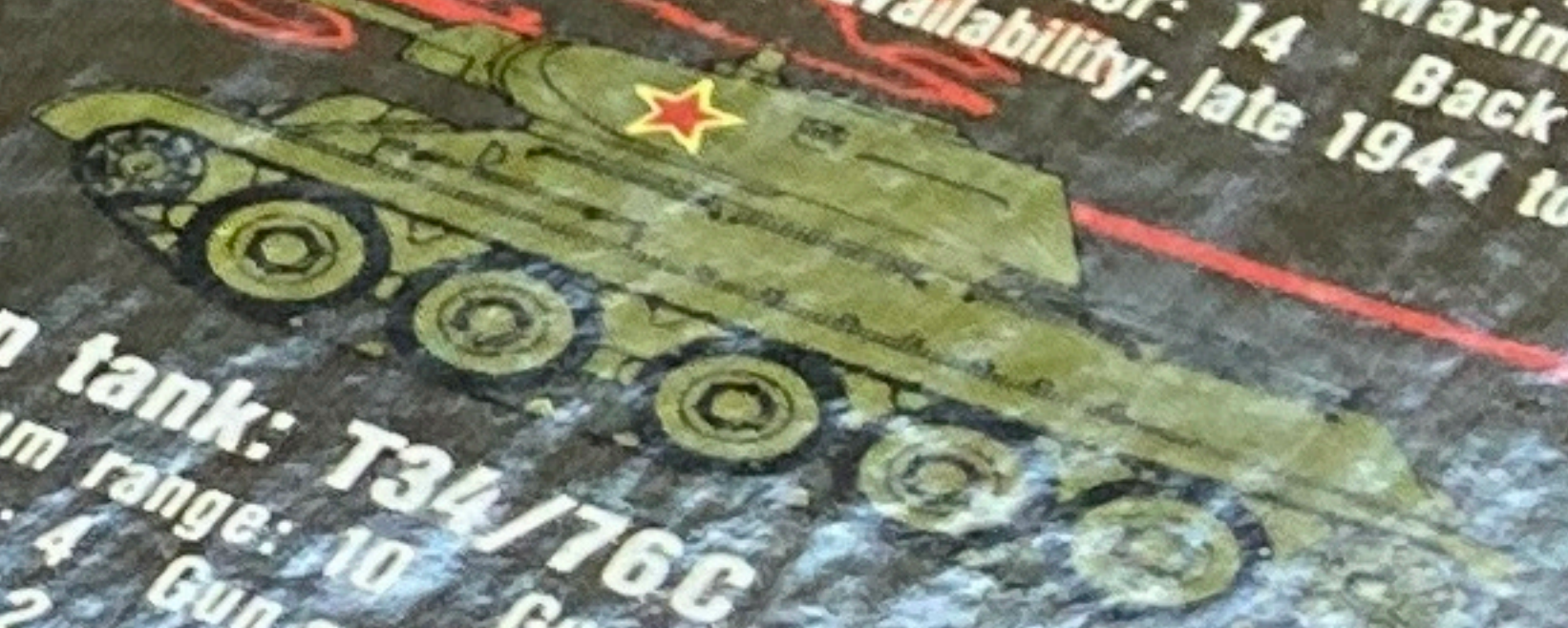
Russian tank: T34/76C
Gun maximum range: 10 — Gun maximum penetration: 8
Gun shell size: 4 — Maximum speed: 6
Machine guns: 2 — Front armor: 4 — Back armor: 6
Silhouette: 4 — Period of availability: early 1942 to early 1945

Made in U.S.A.

Weapon types include tanks, tank destroyers, armored cars, field artillery, trucks, anti-tank guns and rifles, sub-machine guns, panzerfausts, flamethrowers, ... assault guns and the ability to create an infinite number of ... four historical scenarios covering fighting from 1941-1945. ... Ability to save a game from ... Accuracy and speed ... Realistic combat losses down to ...

TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-

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Unlock
your imagination
with games

STRATEGIC SIMULATIONS, INC.

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TACTICAL-LEVEL COMBAT ON THE RUSSIAN FRONT, 1941-45

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48K APPLE

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BATTLE GROUP

Although each tank symbol represents a platoon, the computer keeps track of individual tanks, guns or soldiers. Here, the cursor highlights one of Russian E Company's platoons, which contains five SU-85 tank destroyers with 40 ammunition points, facing west and immobile (speed of 0).

For the advanced wargamer who has been waiting for a superior tactical game of Eastern Front armored warfare, KAMPFGRUPPE at Spanning 1941-45, it puts you in command of either a German or Russian battle group.

INCREDIBLE DETAIL. Although each unit symbol represents a platoon of armored vehicles, infantry or artillery, the computer resolves combat and damage down to individual tanks, tank destroyers, anti-tank weapons, or soldiers.

ALL WEAPONS FROM 1941-45. What wargame can resist a game that not only includes but instantly calculates the hit probability of practically all ground weapons used on the Russian Front. Every weapon is historically rated for combat effectiveness as well as its time period of service.

At the disposal of the German Kampfgruppe commander, we offer the following weapon types: 9 tanks (from the PZ-IIF to the Panther); 9 tank destroyers (including the awesome Jagd-Tiger); 2 self-propelled artillery (Wespe and Hummel); 5 anti-tank guns, and assorted assault guns, halftracks, trucks, mortars, infantry guns, field artillery, flamethrowers, machine guns and rifles.

For the Russian commander, you'll counter with 13 tanks (from the early BT-7 to the T34 series and JS-III); 3 assault guns; 2 anti-tank guns; and all the less glamorous but equally vital paraphernalia of war.

FAVORITE RULES. The game incorporates Headquarters Control that determines how fast a unit will respond to your movement orders. IGR and suppression points are included.

We provide four historical and an infinite number of randomly created scenarios. During solitaire, the computer can play either side.

Made in U.S.A.

German tank: PANTHER
German tank destroyer: SU-III
Russian tank destroyer: SU-100
Russian tank: T34/76C

Unlock your imagination with games from Strategic Simulations, Inc.

FALL '86/WINTER '87 CATALOG

STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

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RUSSIAN ARMORED VEHICLE RATINGS

	# WEAPON	MB	MF	SS	AC	SP	MG	FA	BA	SL	YR
tanks											
	47 T-70										
	28 BT-7										
	29 T-26S										
	30 T34/76A										
	31 T34/76C										
	32 T34/85										
	33 T-28C										
	34 KV-I										
	35 KV-II										
	36 KV-IC										
	37 KV-85										
	38 JS-II										
	39 JS-III										
tank destroyers											
	41 SU-76										
	44 SU-85										
	44 SU-100										
	45 JSU-122										
assault guns											
	42 SU-122										
	43 SU-152										
	46 JSU-152										
carriers											
	HALFTRK										

RUSSIAN NON-ARMORED WEAPON RATINGS

WEAPON	MR	MF	SS	AC	SP	SL	DF	YR
TRUCK								
45AT								
76AT								
76H								
50MOR								
82MOR								
120MOR								
HMG								
SMG								
RIFLE								
GRENADE								
FLAMETH								
L-ART								
M-ART								
H-ART								

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APPLE®

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FRONT SIDE: Game Disk

BACK SIDE: Historical Scenarios

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RUSSIAN ARMORED VEHICLE RATINGS

	#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	YR
tanks												
	47	T-70	5	5	2	2	14	1	5	2	2	2-8
	28	BT-7	6	6	2	2	21	2	3	1	3	1
	29	T-26S	6	6	2	2	12	2	3	2	2	1
	30	T34/76A	8	7	4	4	21	2	11	6	3	1-4
	31	T34/76C	10	8	4	4	21	2	11	6	4	2-8
	32	T34/85	12	15	4	6	20	2	11	7	5	6-8
	33	T-28C	6	7	4	2	12	3	5	2	5	1
	34	KV-I	8	7	4	4	10	3	12	8	5	1-3
	35	KV-II	8	0	6	4	8	2	11	7	6	1-2
	36	KV-IC	10	8	4	6	10	3	12	8	5	3-6
	37	KV-85	12	15	4	6	10	3	11	7	5	6-8
	38	JS-II	15	20	5	6	12	4	19	10	5	6-8
	39	JS-III	15	20	5	6	12	3	30	12	5	8
tank destroyers												
	40	SU-76	10	8	4	6	14	1	5	2	3	4-7
	41	SU-85	12	15	4	6	20	0	9	5	3	5-8
	44	SU-100	15	19	5	6	20	0	14	5	5	7-8
	45	JSU-122	15	20	5	5	12	1	18	8	5	7-8
assault guns												
	42	SU-122	10	0	5	6	19	0	9	5	3	5-8
	43	SU-152	12	0	6	4	10	0	12	5	5	5-7
	46	JSU-152	12	0	6	4	10	1	18	8	5	7-8
carrier												
		HALFTRK	5	0	1	50	16	0	1	1	3	1-8

RUSSIAN NON-ARMORED WEAPON RATINGS

WEAPON	MR	MP	SS	AC	SP	SL	DF	YR
TRUCK	0	0	0	0	11	3	1	1-8
45AT	8	10	2	6	0	1	3	1-8
76AT	10	11	4	6	0	1	3	1-8
76H	15	0	4	6	0	1	3	1-8
50MOR	2	0	3	8	5	1	8	1-8
82MOR	16	0	4	8	4	1	7	1-8
120MOR	28	0	5	9	2	1	5	1-8
HMG	5	0	1	50	5	1	8	1-8
SMG	1	0	1	40	6	1	9	1-8
RIFLE	2	0	1	10	6	1	9	1-8
GRENADE	0	25	1	25	–	–	–	1-8
FLAMETH	0	30	4	8	–	–	–	1-8
L-ART	99	0	4	8	–	–	–	1-8
M-ART	99	0	5	8	–	–	–	1-8
H-ART	99	0	6	8	–	–	–	1-8

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RUSSIAN ARMORED VEHICLE RATINGS

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	YR
tanks											
47	T-70	5	5	2	2	14	1	5	2	2	2-8
28	BT-7	6	6	2	2	21	2	3	1	3	1
29	T-26S	6	6	2	2	12	2	3	2	2	1
30	T34/76A	8	7	4	4	21	2	11	6	3	1-4
31	T34/76C	8	7	4	6	21	2	11	6	4	2-8
32	T34/85	12	15	4	6	20	2	11	7	5	6-8
33	T-28C	6	7	4	2	12	2	5	2	5	1
34	KV-I	8	7	4	4	10	3	12	8	5	1-3
35	KV-II	8	0	6	4	8	2	11	7	6	1-2
36	KV-IC	10	8	4	6	10	3	12	8	5	3-6
37	KV-85	12	15	4	6	10	3	11	7	5	6-8
38	JS-II	15	20	5	6	12	4	19	10	5	6-8
39	JS-III	15	20	5	6	12	3	30	12	5	8
tank destroyers											
40	SU-76	10	8	4	6	14	1	5	2	3	4-7
41	SU-85	12	15	4	6	20	0	9	5	3	5-8
44	SU-100	15	19	5	6	20	0	14	5	5	7-8
45	JSU-122	15	20	5	5	12	1	18	8	5	7-8
assault guns											
42	SU-122	10	0	5	6	19	0	9	5	3	5-8
43	SU-152	12	0	6	4	10	0	12	5	5	5-7
46	JSU-152	12	0	6	4	10	1	18	8	5	7-8
carrier											
	HALFTRK	5	0	1	50	16	0	1	1	3	1-8

RUSSIAN NON-ARMORED WEAPON RATINGS

WEAPON	MR	MP	SS	AC	SP	SL	DF	YR
TRUCK	0	0	0	0	11	3	1	1-8
45AT	8	10	2	6	0	1	3	1-8
76AT	10	11	4	6	0	1	3	1-8
76H	15	0	4	6	0	1	3	1-8
50MOR	2	0	3	8	5	1	8	1-8
82MOR	16	0	4	8	4	1	7	1-8
120MOR	28	0	5	9	2	1	5	1-8
HMG	5	0	1	50	5	1	8	1-8
SMG	1	0	1	40	6	1	9	1-8
RIFLE	2	0	1	10	6	1	9	1-8
GRENADE	0	25	1	25	—	—	—	1-8
FLAMETH	0	30	4	8	—	—	—	1-8
L-ART	99	0	4	8	—	—	—	1-8
M-ART	99	0	5	8	—	—	—	1-8
H-ART	99	0	6	8	—	—	—	1-8

UNIT ORDERS MENU

(1-8) Move cursor.

(A)* Advance. This command is only used when the computer is in all-units mode; the formation HQ will move to the cursor location, other units in the formation will move in such a way as to retain their current position relative to the HQ.

(B) Bombard. The cursor location is the target square; the computer is the spotter; the computer will list the artillery units eligible to bombard the target (see section 5.6).

(C) Center. The map is centered around the cursor.

(D) Disembark. If the current unit is a vehicle then it will unload all of its passengers; if current unit is a passenger then only that unit will unload; unloaded passengers will have a suppression level of 80.

(E) Embark. Order must be given to a vehicle unit — the computer will request the ID of the unit to be embarked (see section 5.4).

(F)* Change unit facing.

(H) Find unit's HQ. Cursor moves to unit's HQ location; computer determines if a "command control" link exists between the current unit and the HQ; the HQ becomes the new current unit.

(I) Inspect. Allows the player to inspect all enemy units that can be seen by the current unit; allows the current unit to designate a priority target and/or request a bombardment (with the current unit as the spotter). Assigning a priority target with the (I)nspect order will cause

a range order to be given if the target is outside of the set maximum range, with the maximum firing range being set equal to the distance to the new target (see section 5.8).

(K)* Cancel all orders. Allows the current unit to cancel all movement and bombardment orders.

(L) Look for unit. Moves the cursor to the current unit's location.

(M)* Move unit. Orders the unit to move to the cursor location (see section 5.5).

(N) Next unit. The next higher numbered unit will become the current unit.

(O) Check movement objectives. Moves the cursor to the movement objective location(s) of the current unit; also lists the command control delay (see section 5.5).

(P) List passengers. Lists all units embarked aboard the current unit.

(Q) Quit the unit orders menu. Return to the map display menu.

(R)* Set maximum firing range at which the current unit will select targets (see section 5.7).

(S)* Set movement speed for the current unit.

(T) Inspect the target that the current unit has selected.

(V) View. The computer will inverse all squares that the current unit can see with its current facing.

(X) Exit the unit orders menu. Return to the map display menu.

(Z) Shift to all-units mode.

* This order may be given to all of the units of a particular formation.

HEADQUARTER SYMBOLS

GERMAN
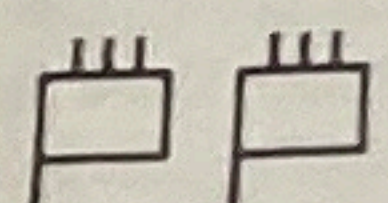
APPLE & C-64	ATARI	
		German regiment
		German armored battalion
		German armored company
		German infantry battalion
		German infantry company
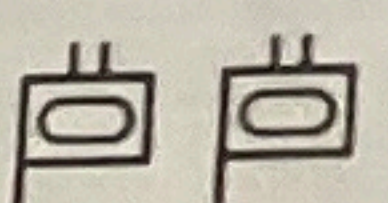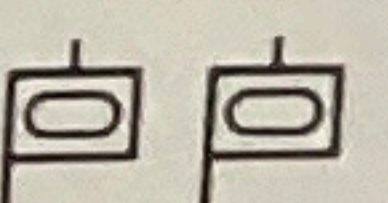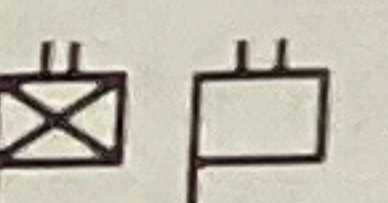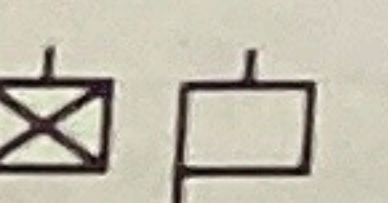
SOVIET
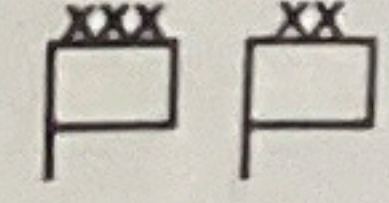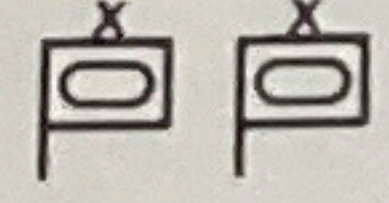
APPLE & C-64	ATARI	
XXX	XX	Soviet corps
		Soviet tank brigade
		Soviet armored battalion
		Soviet infantry battalion
		Soviet infantry company
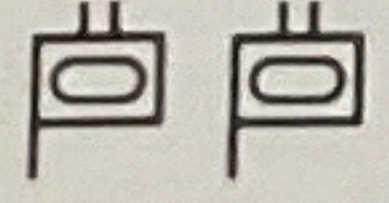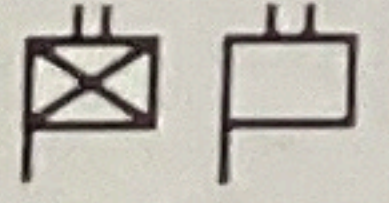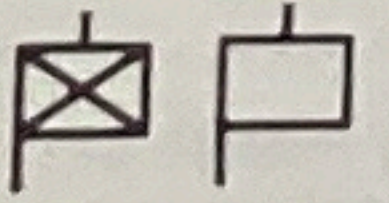
MAP DISPLAY MENU

(1-8) Move cursor.

(0) End game.

(A-U) Select unit. Press formation letter followed by unit index number — computer will shift to UNIT ORDERS MENU; the selected unit will be the "current unit".

(V) View. The computer will inverse all squares that can be seen from the cursor location.

(W) Move cursor to center of objective area.

(X) Exit orders phase.

(Y) Clear units from screen to view terrain.

(Z) Examine friendly or visible enemy units at cursor location.

TERRAIN COSTS

		ARM-VEH	TRUCK	FOOT
	clear	13	13	13
	road	7	3	10
	town	10	5	12
	road-slope	10	5	12
	broken	20	27	17
	woods	20	27	17
	slope	20	27	17
	ford	30	40	20
	bridge	7	3	10

GERMAN ARMORED VEHICLE RATINGS

	#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	YR
tanks												
	0	PZ-IIF	5	4	1	6	12	1	3	1	2	1-5
	1	PZ-IIL	5	4	1	6	16	1	3	2	2	4-8
	2	PZ-38T	6	5	2	6	12	2	5	2	3	1-2
	3	PZ-IIIF	7	6	3	6	11	2	3	3	3	1-4
	4	PZ-IIIG	7	6	3	6	12	2	4	3	3	1-4
	5	PZ-IIIJ	8	10	3	8	11	2	6	3	3	2-5
	6	PZ-IIIL	8	10	3	8	11	2	7	4	3	3-5
	7	PZ-IVF1	8	2	4	6	12	2	5	3	4	1-3
	8	PZ-IVG	12	13	4	8	12	2	7	3	4	3-5
	9	PZ-IVH	12	14	4	8	12	2	8	4	4	5-8
	10	PANTHER	15	18	4	8	17	2	15	5	5	5-8
	11	TIGER	15	15	4	8	12	2	11	8	5	4-8
	12	K. TIGER	15	22	4	10	10	2	23	9	6	7-8
tank destroyers												
	13	SG-IIIB	8	2	4	6	12	0	5	3	3	1-3
	14	SG-IIIG	12	14	4	8	12	1	10	4	3	3-8
	15	MARDER	12	14	4	8	12	0	3	1	4	3-7
	16	NASHORN	20	22	4	10	14	0	4	1	6	4-6
	17	ELEFANT	15	22	4	8	6	0	23	8	6	5
	18	JPZ-IV	15	18	4	8	9	0	13	3	3	6-8
	19	HETZER	12	14	4	8	9	1	14	2	3	6-8
	20	JPZ-V	15	22	4	10	16	1	16	5	5	7-8
	21	JPZ-VIB	20	27	5	6	8	1	25	9	6	8
assault guns												
	22	STU-H42	12	0	5	6	12	1	8	4	3	3-8
	23	SIG33	10	0	6	6	12	0	3	1	4	4-8
self-propelled artillery												
	24	WESPE	12*	0	5	6	9	1	2	1	3	3-8
	25	HUMMEL	12*	0	6	6	12	1	3	1	6	4-8
armored cars												
	26	SK231	5	4	1	6	22	1	2	1	3	1-8
	27	SK234/2	7	10	3	8	22	1	4	1	3	6-8
carrier												
		HALFTRACK	5	0	1	50	16	0	1	1	3	1-8

GERMAN NON-ARMORED WEAPON RATINGS

	WEAPON	MR	MP	SS	AC	SP	SL	DF	YR
	TRUCK	0	0	0	0	11	3	1	1-8
	37AT	6	6	2	6	0	1	3	1-4
	50AT	8	10	3	8	0	1	3	2-5
	75AT	12	14	4	8	0	1	3	3-8
	88AT	20	22	4	8	0	2	3	6-8
	88FLAK	20	15	4	20	0	3	3	1-8
	75IG	10	0	4	6	0	1	3	1-8
	150IG	10	0	6	6	0	2	3	1-8
	81MOR	13	0	4	8	4	1	7	1-8
	120MOR	28	0	5	9	2	1	5	1-8
	HMG	5	0	1	50	5	1	8	1-8
	SMG	1	0	1	40	6	1	9	1-8
	RIFLE	2	0	1	10	6	1	9	1-8
	GRENADE	0	25	1	25	–	–	–	1-8
	FLAMETH	0	30	4	8	–	–	–	1-8
	PZFAUST	0	20	3	4	–	–	–	5-8
	L-ART	99	0	4	8	–	–	–	1-8
	M-ART	99	0	5	8	–	–	–	1-8
	H-ART	99	0	6	8	–	–	–	1-8

* The German HUMMEL and WESPE have a maximum range of 99 when using indirect fire.
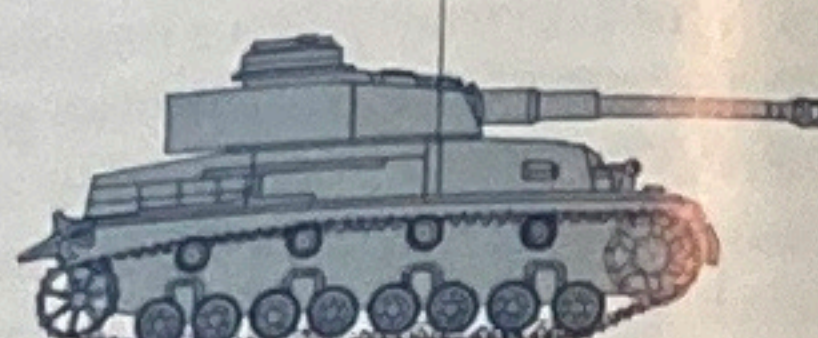
11.0 WEAPON NOTES

GERMAN TANK

PZ-IIF
Used as a recon tank prior to 1944. Its 20mm gun was ineffective against all but the most lightly armored vehicles.

GERMAN TANK

PZ-IIIG
A modest improvement over the PZ-IIIF. It featured better armor and off-road mobility.
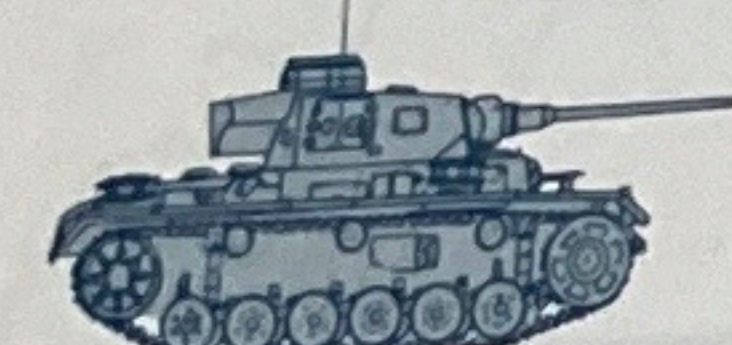
GERMAN TANK

PZ-IVG
Used as a medium and heavy support tank from late '42 to late '43. Its 75/43 gun was effective out to 1000 yards against the T34.

GERMAN TANK

PZ-IIL (Lynx)
Appeared in early 1943. Replaced the PZ-IIF. It featured improved off-road mobility.

GERMAN TANK

PZ-IIIJ
The first version of the PZ-III to be armed with the long 50/60 gun. Used as a medium tank during 1942 and '43. Limited effectiveness against T34 at short ranges.

GERMAN TANK

PZ-IVH
Used as a medium tank from mid-'43 until the end of the war. Employed "armor skirts" for added protection and a longer 75/48 gun. More than a match for the T34/76C, and only marginally weaker than the T34/85.

GERMAN TANK

PZ-38T
Used as a stop-gap medium tank until mid-1942. Its 37mm gun was ineffective against all but the most lightly protected vehicles.

GERMAN TANK
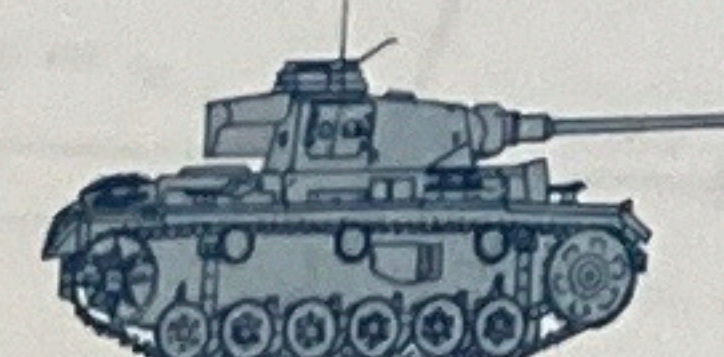
PZ-IIIL
Used as a medium tank from late '42 to late '43. Similar to the PZ-III with additional armor protection.

GERMAN TANK
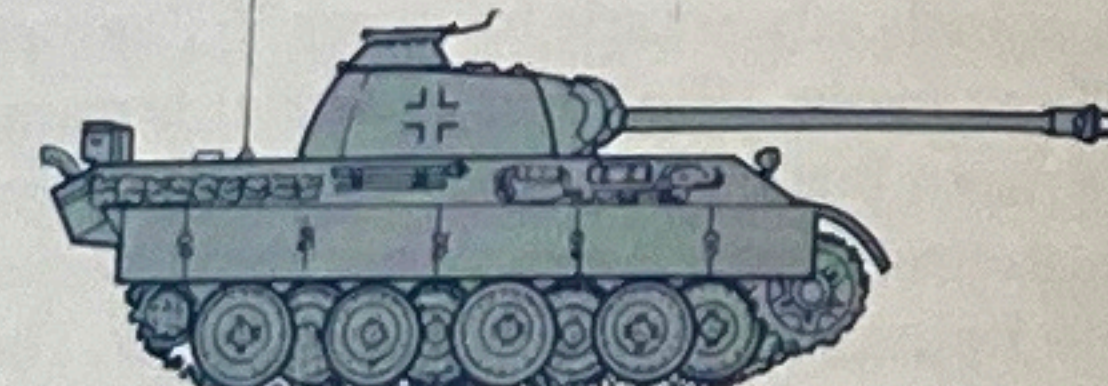
PZ-V (Panther)
Used as a medium tank from mid-'43 until the end of the war. Its 75/70 gun was effective out to 2000 yards against the T34. Widely regarded as the best tank design of the war.
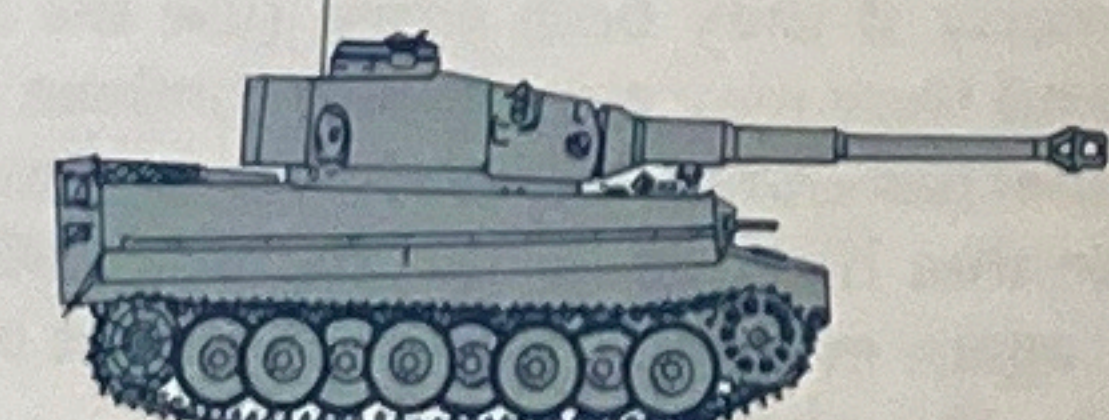
GERMAN TANK
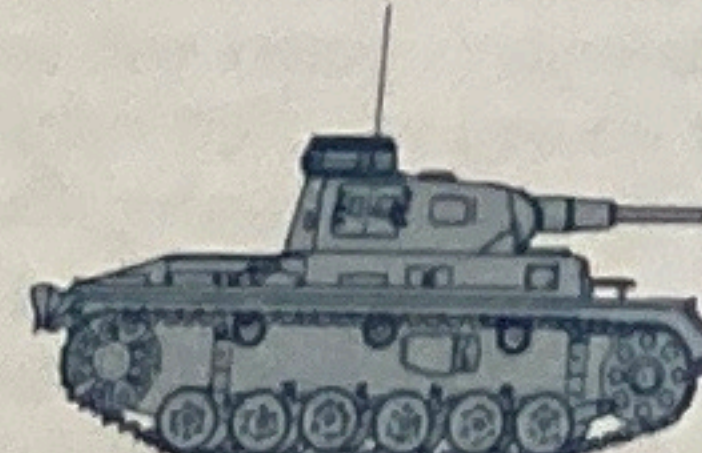
PZ-IIIF
Used as a medium tank until late 1942. Its 50/42 gun was ineffective against the T34 and KV type tanks.
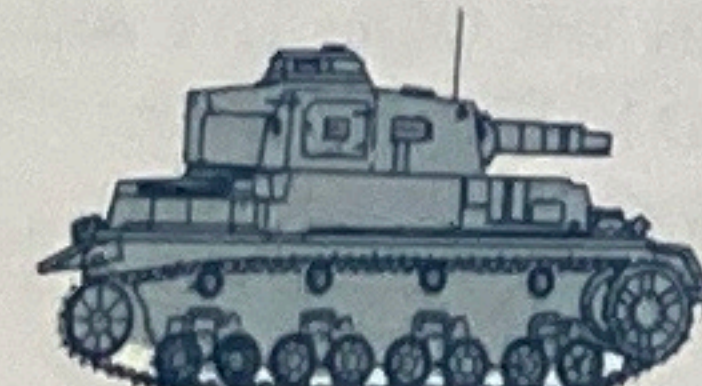
GERMAN TANK

PZ-IVF1
Used as a heavy support tank before 1943. Its short 75/24 gun was ineffective against the T34 and KV type tanks.
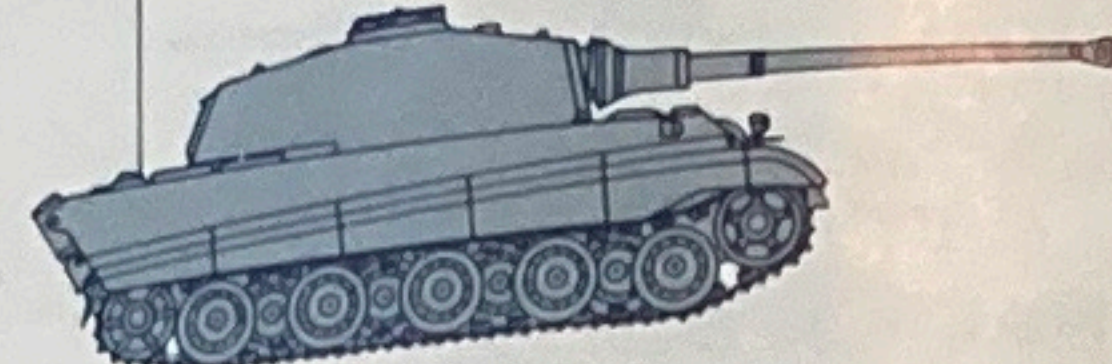
GERMAN TANK

PZ-VIa (Tiger)
Used as a heavy tank from late '42 until the end of the war. Its 88/56 gun was effective out to 1500 yards against the T34. Outclassed all Soviet tanks during 1943. Was matched by the T34/85, KV-85 and JS-II in 1944.

GERMAN TANK

PZ-VIb (King Tiger)
Used as a heavy tank from late '44 until the end of the war. Its 88/71 gun was effective out to 2000 yards against the T34. Extremely heavy frontal armor made it almost invulnerable to head-on fire.

GERMAN SELF-PROPELLED GUN

SK164 (Nashorn)
Used as a tank destroyer from late '42 until '44. Its 88/71 gun with special optics could hit and kill the T34 at 4000 yards. Like the Marder it was an easy kill if Soviet tanks got close enough.

GERMAN SELF-PROPELLED GUN
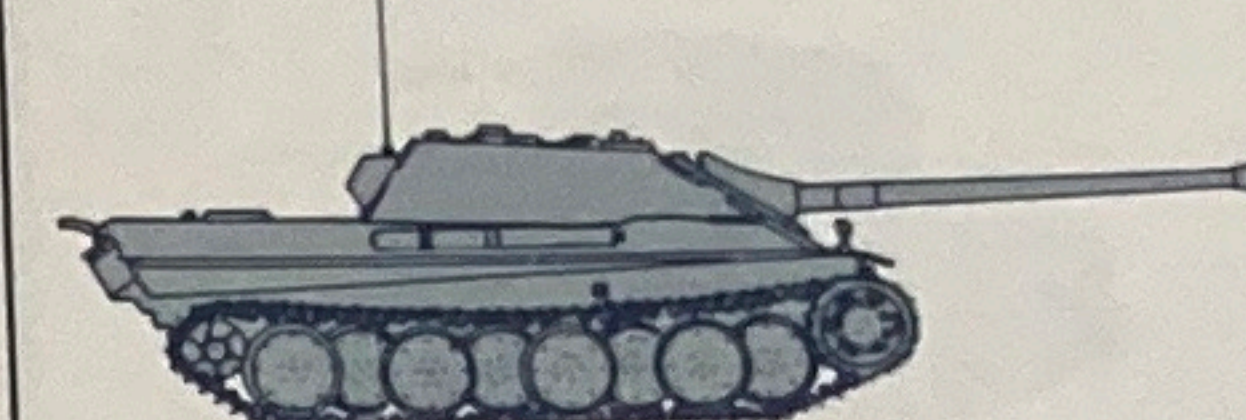
JPZ-V (Jagdpanther)
Used in non-divisional anti-tank units from mid-'44 to the end of the war. Combined the protection and mobility of the Panther with the 88/71 gun used by the King Tiger.

GERMAN SELF-PROPELLED GUN

SG-IIIB
Used as an infantry support vehicle before 1943. Its short 75/24 gun was ineffective against most Soviet tanks.
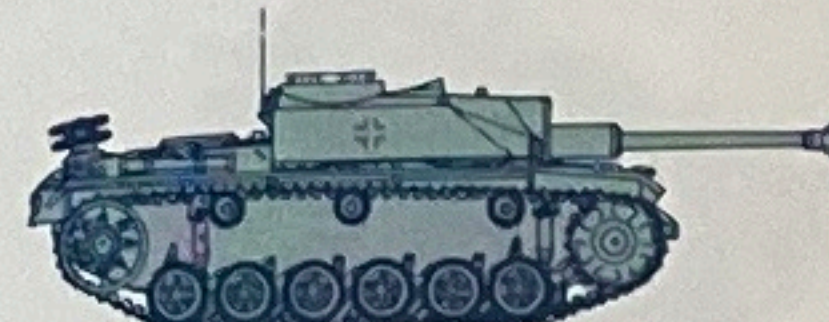
GERMAN SELF-PROPELLED GUN
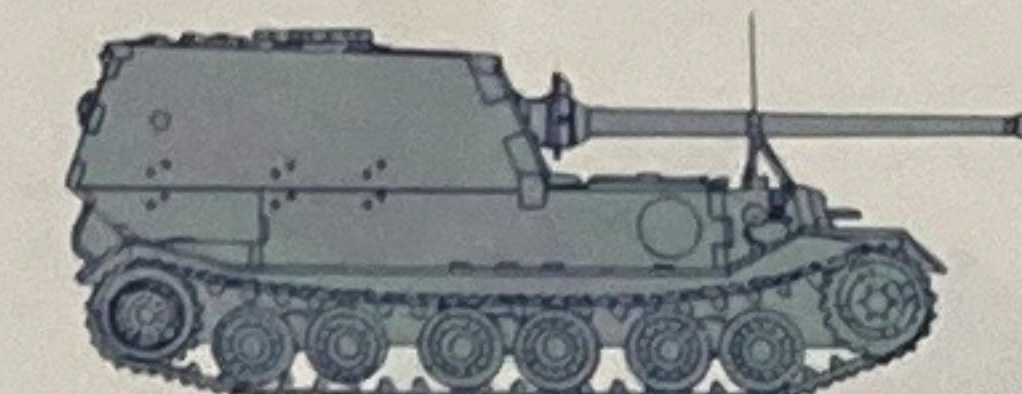
JPZ-VIp (Elefant)
Used as a tank destroyer during the battle of Kursk in mid '43 and then withdrawn from the Eastern Front. Armed with the 88/71 gun and protected with over 200mm of frontal armor, its effectiveness was limited by a cross-country speed of only 6 mph.
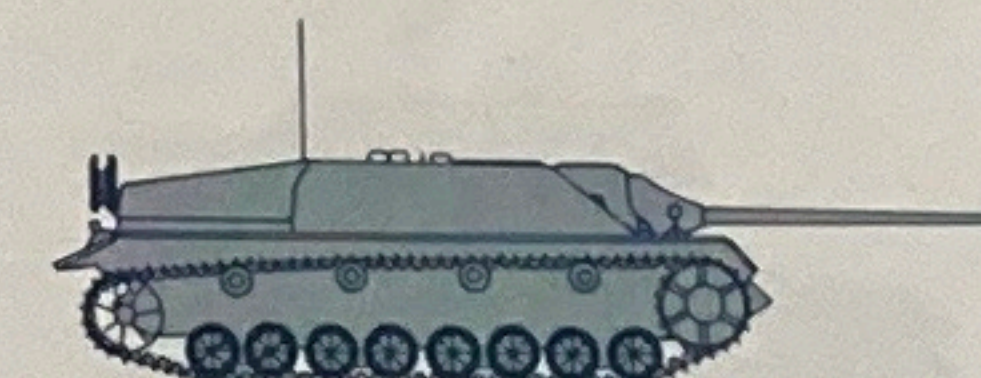
GERMAN SELF-PROPELLED GUN
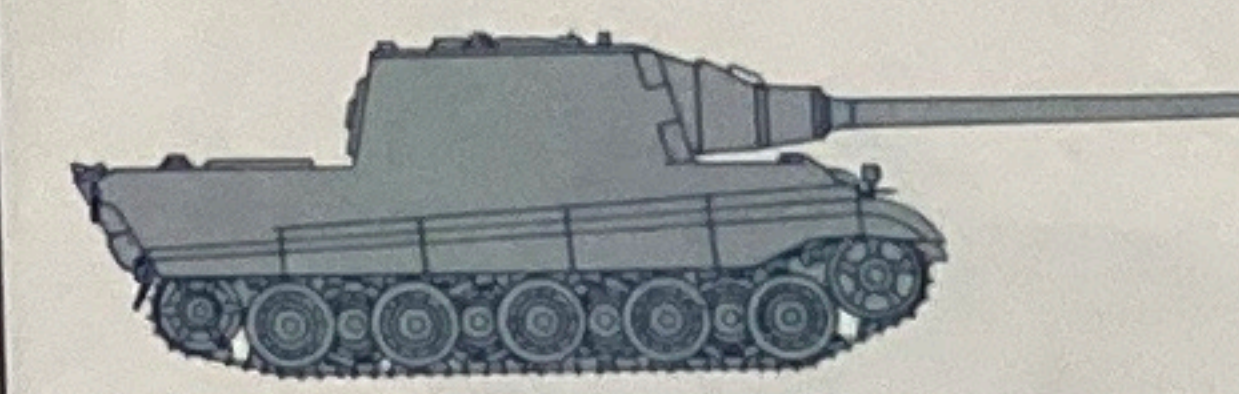
JPZ-VIB (Jagdtiger)
Introduced in late '44 in non-divisional anti-tank units. With a 128/55 gun and 250mm of armor, the Jagdtiger was statistically the most impressive armored vehicle of the war. However, the 128mm gun had no real advantage over the 88/71 and a cross-country speed of 8mph limited its effectiveness.

GERMAN SELF-PROPELLED GUN

SG-IIIG
Used as a tank destroyer and infantry support vehicle from late '42 until the end of the war. Good armor, a low silhouette and the 75/48 gun made this an effective and economical anti-tank system.

GERMAN SELF-PROPELLED GUN

JPZ-IV
Used as a tank destroyer from early '44 to the end of the war. Had better armor than the SG-IIIG and the same 75/70 gun as the Panther.

GERMAN SELF-PROPELLED GUN

STU-H42
A 105mm howitzer mounted on an SG-IIIG chassis. Used from late '42 to the end of the war as an infantry support weapon. One platoon per Stug Company.

GERMAN SELF-PROPELLED GUN

SK131 (Marder)
Used as a tank destroyer from late '42 until late '44. Its 75/46 gun was effective against most Soviet tanks but its high silhouette and thin armor made it an easy kill.

GERMAN SELF-PROPELLED GUN

JPZ-38T (Hetzer)
Used as a tank destroyer and infantry support vehicle from early '44 to the end of the war. Had the same 75/48 gun as the SG-IIIG and better armor.

GERMAN SELF-PROPELLED GUN
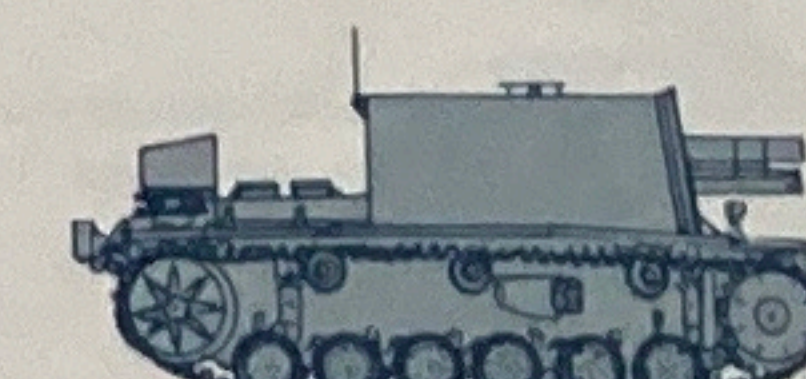
SIG33
A lightly armored self-propelled 150mm infantry gun. Used from early '43 to the end of the war in Panzer-grenadier and Motorized Regiments.